SNSP-IT-UKV

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

LORICIEL

INTERNATIONAL TENNIS TOUR

INTRODUCTION

Thank you very much for buying our tennis simulation game **"International Tennis Tour"**™. If you like sports simulation games, don't miss the kickboxing game from LORICIEL: **"Best of the Best Championship Karate"**™.
Before going on the court and practising your lifts, smashes and other strokes, we recommend that you read this notice carefully.

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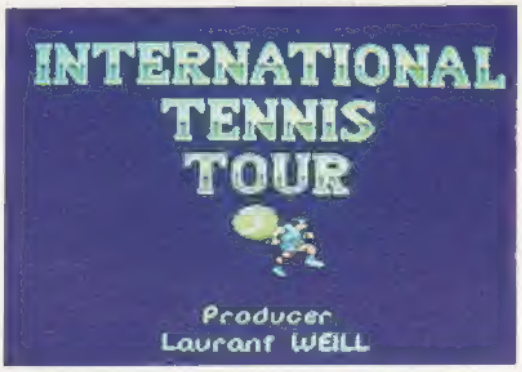
CHAPTER 1 - STARTING THE GAME

1 Make sure the power to your **Super Nintendo**™ Entertainment system is off.
2 Insert your "**International Tennis Tour**™" cartridge into your **Super Nintendo**™ Entertainment system (please consult manual if necessary).
3 Turn on power by pressing "Power" button.

Warning ! : Never insert or take out your cartridge when your **Super Nintendo**™ is still on. Never force the cartridge into the machine.



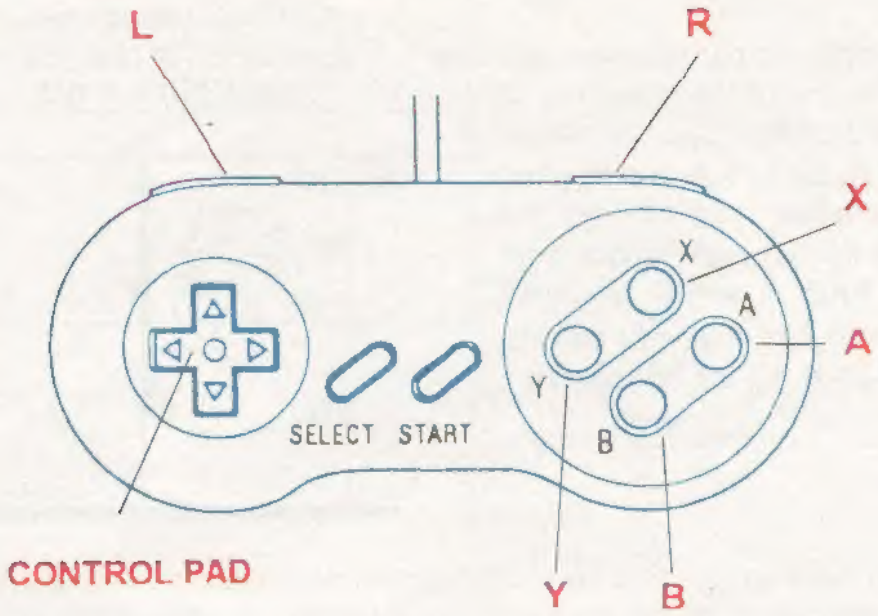
If you feel ready to go onto the court for your first match, press any of the **4 BUTTONS A, B, X** or **Y** or the **START BUTTON** when the title **"International Tennis Tour"** is displayed.
The screen before you now is the **MENU**. This shows you the options available in this game.

CHAPTER 2 - HOW TO PLAY RIGHT AWAY

If you want to play **"International Tennis Tour"**™ right away, press the **START BUTTON** when the **MENU** appears, then press the **START BUTTON** again when the two faces appear.
You can now play a match of 1 SET on CLAY, against a computer-controlled opponent, at AMATEUR level.

If you wish to modify a parameter, we strongly advise you to read this manual.

CHAPTER 3 - THE CONTROLLER



The controller contains a button on the left hand side which can be moved in all directions and is called the **MULTI-DIRECTIONAL CONTROL BUTTON**, and on the right hand side and above the **BUTTONS A**, **B**, **X**, **Y**, L and **R**.

How to use the CONTROLLER in the menus

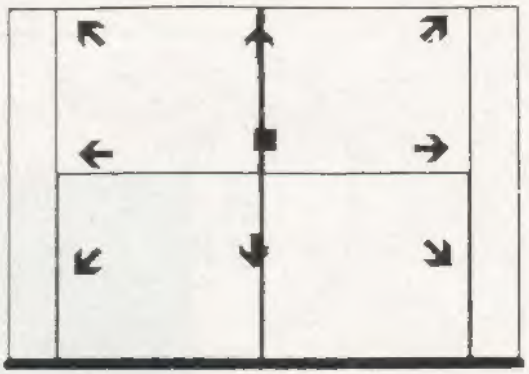
For moving from icon to icon (option to option), use the **CONTROL PAD** (a white or red cursor shows you your position) and press one of the **4 BUTTONS A**, **B**, **X** or **Y** to validate your choice. Having made your choice, press the **START BUTTON** to quit the **MENU** and start the game.

How to use the CONTROLLER during an exchange

The **START** button allows you to make a pause in the game. If you keep the **START** and **SELECT BUTTONS** pressed at the same time, the game in play is abandoned.
The player is moved around the court with the use of the **CONTROL PAD** Just press one of the 8 directions (**UP, DOWN, LEFT, RIGHT AND THE 4 DIAGONALS**) without pressing any other button and your player will move about.

To hit the ball, simply position your player in the line of the trajectory of the ball and press one of the **6 BUTTONS A, B, X, Y, L** and **R** when the ball reaches you. If, at the moment of impact, you press your **CONTROL PAD** in one of the eight directions, you can aim your ball into a particular zone of the opponents court.

Correspondence between zone aimed at and position of **CONTROL PAD**



Each button corresponds to a particular type of stroke which will vary according to whether the ball is hit before the bounce (volley) or after (base line stroke). Initially the button functions are as follows:

A *NORMAL* - normal balls hit with the racket flat.

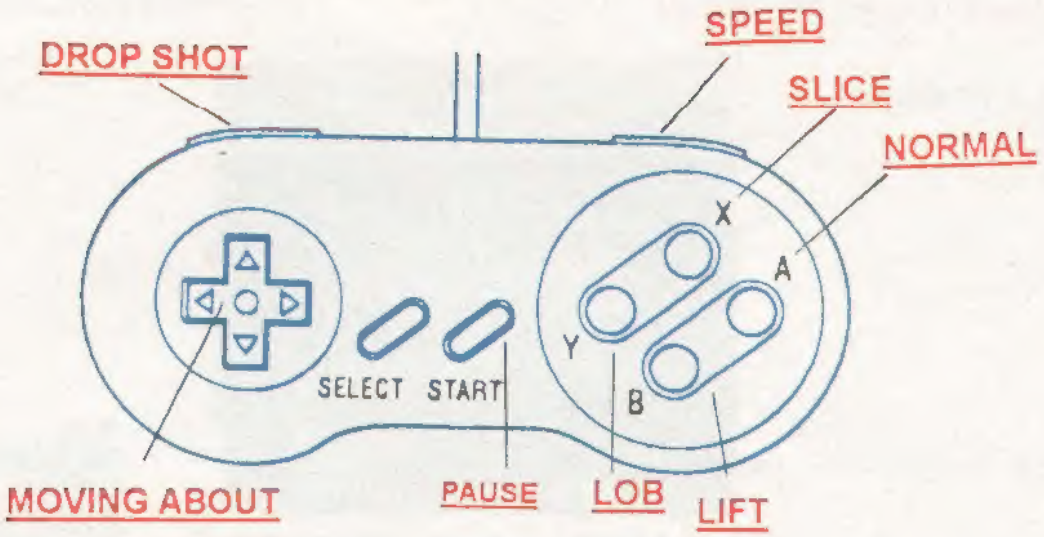
B *LIFT* - balls hit from a low position upwards: they have a higher trajectory than normal balls, they are shorter and they have a high, long bounce. They are very useful for keeping the opponent at the base line and for passing shots. At the net, this button executes a normal volley as in A.

X *SLICE* - balls hit from a high position downwards: they have a very low and longer trajectory than normal balls, and they have a low, long bounce. They are generally very effective when they are followed by the player coming up to the net. At the net you can execute very deep volleys.

Y *LOB* - These are also balls hit from a low position upwards, but they rise very high and are slow. They are very effective when the opponent is stuck at the net. When hit as a volley, the ball rises and is rather slow: this is a defensive stroke.

L *DROP SHOT* - This stroke causes the balls to slow down after they have been hit: these balls are very short, very slow and have practically no bounce. These are difficult strokes to play but they are very effective.

R *SPEED* - These are normal balls but very fast: use them cautiously as they are very difficult to control; they are very effective, however, when you want to outflank your opponent.



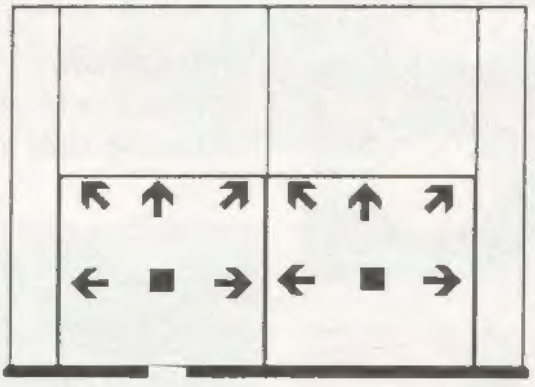
Special case: the **SMASH**

When the ball is passing over your head, whichever button you press, you will play a smash, i.e. a very powerful ball hit from a high position downwards.

How to use the CONTROLLER to serve

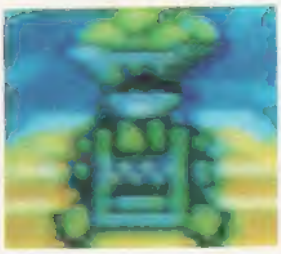
Before serving, you can move your player left or right on the base line of the court by using the **CONTROL PAD** To serve, simply press **BUTTONS A** or **B**: the player throws the ball in the air. To hit the ball, press **BUTTON A** again to play a flat service (fast service) or press **BUTTON B** to play a sliced service (slower but more reliable service).

By pressing the **CONTROL PAD** in one of the directions at the moment of impact you can aim at a particular zone of the service square.



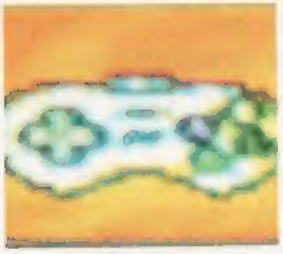
CHAPTER 4 - THE MENU

4.1 *TRAINING*



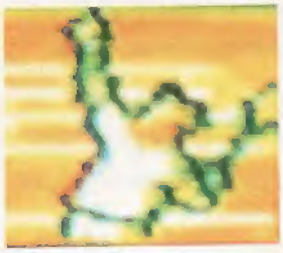
This consists of different exercises allowing you to progress and master the game. First select the 1st icon from the 1st line.

Several exercises are then proposed to you :



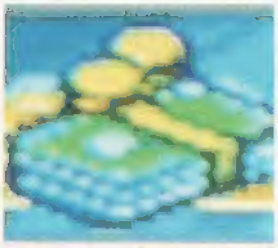
PRACTICE :
a robot sends you random balls; you have to return them. This exercise helps you to learn how to master all tennis strokes.

PRECISION :
a robot sends you random balls; in this exercise you have to return the balls into a particular zone of the court.



SERVICE :
you must serve into precise zones of the service square.

4.2 SINGLES EXHIBITION



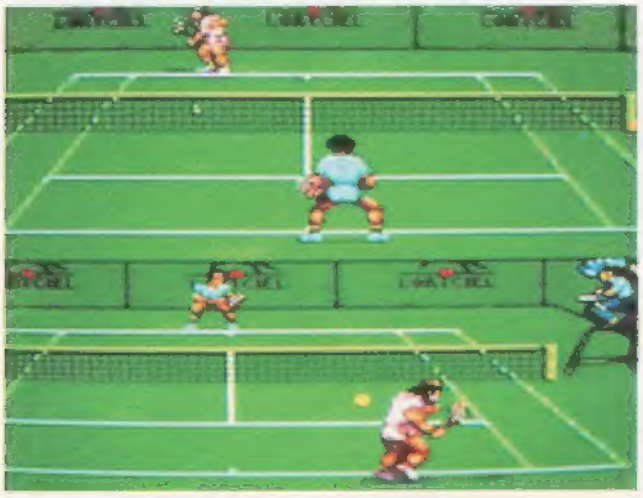
This is one singles match against an opponent of your choice.
First select the 2nd icon from the 1st line.

Then select the 1st icon from the 2nd line: the word ***SINGLE*** now appears on the screen.

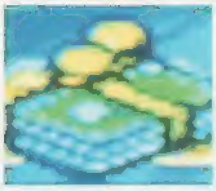
You can then either play alone against the Entertainment system, or with two players, one against the other.

1 player

2 players



4.3 DOUBLES EXHIBITION



This is one doubles match with a partner of your choice against opponents of your choice.
First select the 2nd icon from the 1st line.

Then select the 2nd icon from the 2nd line: the word ***DOUBLE***, appears on the screen.

You can then either play alone with a computer-controlled partner against computer-controlled opponents or you can play with another player, both players being either on the same side, or one against the other each playing with a computer-controlled partner.

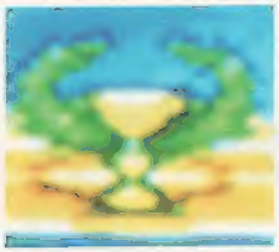
1 player

2 players in the same team

2 players in 2 different teams

4.4 SINGLES TOURNAMENT

This is a complete singles tournament with direct elimination in 5 stages (1/16, 1/8, 1/4, 1/2 and final). A heads or tails toss-up before each match decides who will serve first: when the two coins are displayed, make your choice by moving the cursor with the CONTROL PAD and validate by pressing one of the **4 BUTTONS A, B, X,** or **Y**. The umpire will then announce the result.



First select the 3rd icon from the 1st line.

Then select the 1st icon from the 2nd line: the word ***SINGLE*** will appear on the screen.

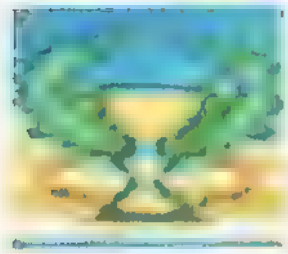
One or two players can then play in the tournament.

1 player

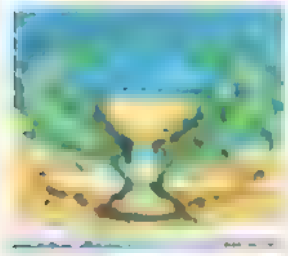
2 players

4.5 DOUBLES TOURNAMENT

This is a complete doubles tournament played with a partner of your choice and with direct elimination in 4 stages (1/8, 1/4, 1/2 and final). A heads or tails toss-up before each match decides who will serve first: when the two coins are displayed make your choice by moving the cursor with the CONTROL PAD and validate by pressing one of the **4 BUTTONS A, B, X** or **Y**. The umpire will then announce the result.

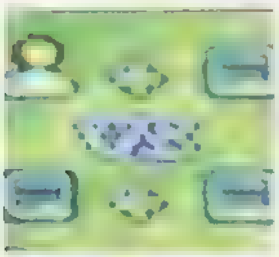


First select the 3rd icon from the 1st line.



Then select the 2nd icon from the 2nd line: the word ***DOUBLE*** will now appear on the screen.

You can then either play alone with a computer-controlled partner or you can play with another player either in the same team or in opposing teams each with one computer-controlled partner.



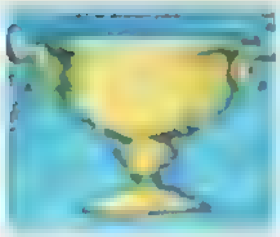
1 player

2 players in the same team

2 players in 2 different teams

4.6 THE *NATIONS CUP*

You represent the country of your choice with a partner of the same nationality as your player. You will play a direct elimination tournament with the 15 other countries represented. Each round consists of 5 matches: 4 singles and 1 doubles; both players of a team will play a singles match with each player of the opposing teams.



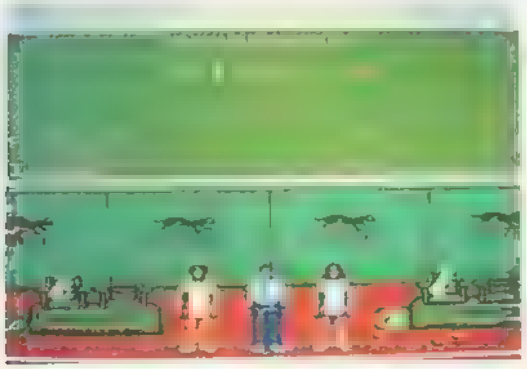
First select the 4th icon from the 1st line

You can then play either alone with a computer-controlled partner or you can play with another player either in the same team or in opposing teams each with a computer-controlled partner.

1 player

2 players in the same team

2 players in opposing teams



4.7 THE *CHAMPIONSHIP*

You will experience one year in the life of the career of a professional player and try to become Champion of the World.

Select the last icon from the first line

You start the season with a budget of $20,000 which is allocated to you by your sponsor (LORICIEL). With this money and that which you win during the season, you should enter one or several tournaments and pay your air fare (accommodation is included in the tournament registration fee).
For each tournament you can find out the following characteristics: the surface of the courts, whether there will be singles matches, doubles matches or both, the length of the matches and the prize money, as well as the tournament registration fee and the travel cost (this depends on where you start from).
In order to play in a tournament, you must have enough money to pay for the travel cost and the registration fee.

Certain weeks are reserved for the "NATIONS CUP". You do not have to pay for the travel cost or the registration fee, nor do you win any money. However, if you play well your sponsor may offer you an interesting bonus.

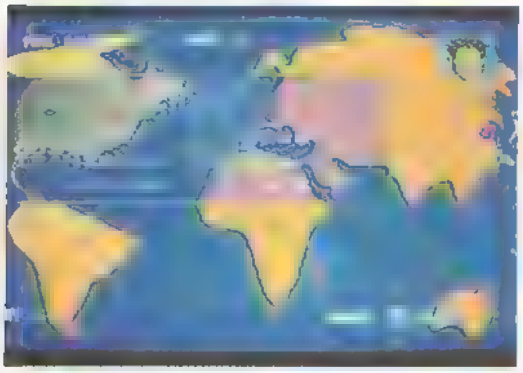
You must organise your agenda well throughout the year: you win sums of money according to your performances in the tournaments and the relative importance of the tournament and this money will allow you to continue your season; also, if you play very well, your sponsor may give you a bonus.

During the year, you will also have the possibility of going on a week's course in a training camp. This can be useful to improve certain strokes and you can also earn a little money if you succeed in the exercises.

If you rank highly in the world classification and according to your popularity exhibition matches may be suggested to you on certain weeks. The pay is interesting, travel and registration fee costs are paid for, but your ranking does not change.

As the season progresses, your ranking in the world classification will change continually.
At the end of the year, if you are ranked among the 8 best players in the world, you can play in the Masters Doubles and Singles Tournament.
Finally the World Championship title is awarded and the season is over.

How to use the CONTROLLER with the map



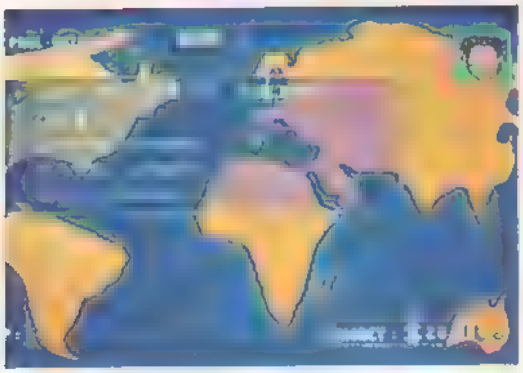
Each week, when the map of the world appears, you can register for a tournament or a training camp, participate in an exhibition match or decide to do nothing. Use the **CONTROL PAD** to move the arrow from town to town. You always begin a championship in the capital of the country of the player you have chosen.

The map shows the face and the name of the player, your world ranking, your money total and the number of the current week.
The yellow spot with the player symbol represents the town of departure.
The green spots represent the training camps.
The blue spots represent tournaments.
The red spots represent exhibition matches.

* When you press one of the **4 BUTTONS A, B, X,** or **Y** while the arrow is positioned on a town, the following information appears on the screen: the name of the tournament or training camp, its characteristics (surface, singles or doubles or both, length of matches and prize money), the registration fee and the travel cost (this depends on where you start from).
If you press the **START BUTTON**, you depart for this town; if you do not have the means to pay for the registration fee or the travel costs, the message "***NOT ENOUGH MONEY***" is displayed.
If this is the case, you can press the **CONTROL PAD** again and choose another town.

The proposals for exhibition matches, Nations Cup meetings and participation in the Masters tournament are automatic.

* If you position the arrow on the town of departure and if you press one of the **4 BUTTONS A, B, X** or **Y**, a menu appears with several options. By moving the **CONTROL PAD** up or down, an arrow will move in front of the different options - by pressing one of the **4 BUTTONS A, B, X** or **Y**, you validate a chosen option.

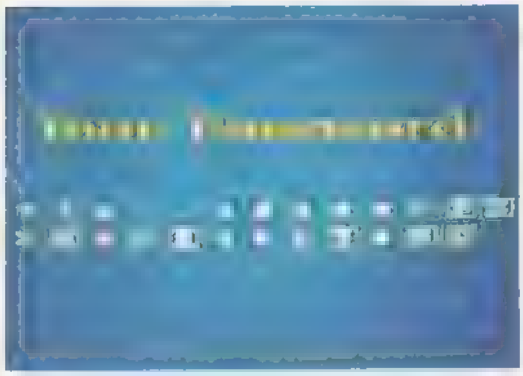


GO TO NEXT WEEK: if the week's tournaments do not interest you or if you do not have enough money, this option allows you to pass directly on to the following week.

QUIT: if you wish to abandon the championship, select this option.

CONTINUE: this option allows you to quit the menu and return to the championship.

LOAD GAME: if you want to play again in a championship that you have previously saved, select this option and then enter the ***PASSWORD*** of your game (see "***SAVE GAME***").

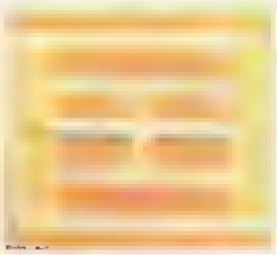


SAVE GAME: if you select this option, a ***PASSWORD*** is displayed. Note it down carefully because it will permit you to restart a game at the exact place you left it.
Warning ! : you must be sure to differentiate between normal letters and framed letters.

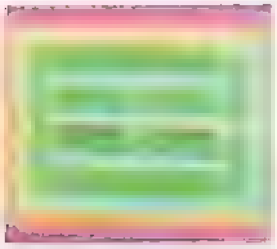
4.8 THE *SURFACE*

The 1st icon of the last line of the menu allows you to choose the type of surface you will play on (except in the ***NATIONS CUP*** and in a ***CHAMPIONSHIP***).

4 surfaces are proposed:

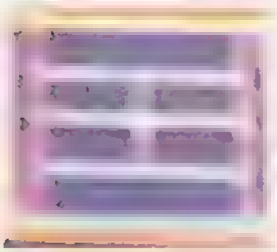


CLAY COURT :
slow surface with high bounce.

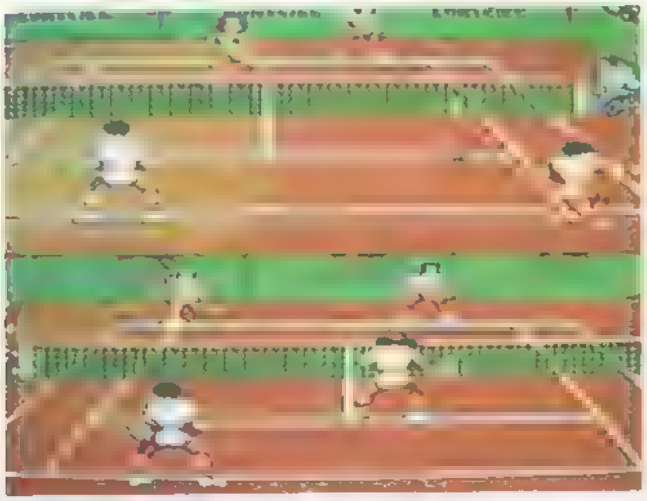


GRASS COURT :
fast surface with low bounce.

HARD COURT :
average speed surface with normal bounce.



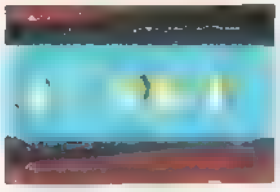
INDOORS COURT :
quite fast surface with normal bounce.



4.9 THE LENGTH OF MATCHES

The 2nd icon of the last line of the menu allows you to choose the length of the matches that you are going to play (except in ***TRAINING*** and in ***CHAMPION-SHIP***).

3 lengths are proposed to you :



1 SET : the player who wins the set wins the match.

3 SETS : the first player to win 2 sets wins the match.

5 SETS : the first player to win 3 sets wins the match.

4.10 THE LEVEL OF PLAY

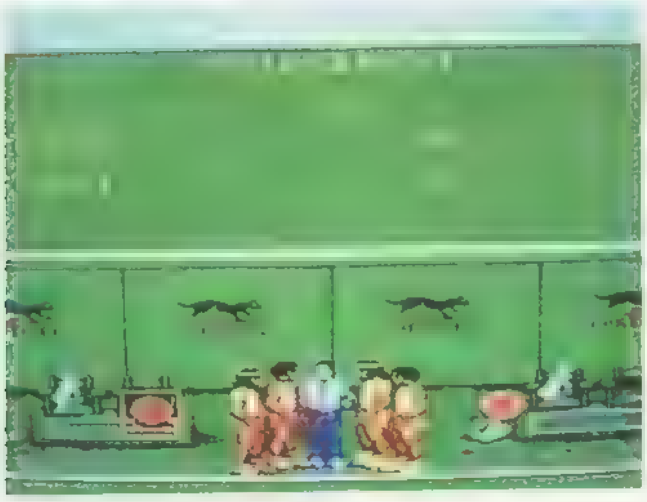
The 3rd icon of the last line of the menu allows you to choose your level of play.

3 different levels are proposed:

BEGINNER :
the speed of the game is average and the computer automatically moves your player towards the ball, which puts you in a good position to hit the ball.

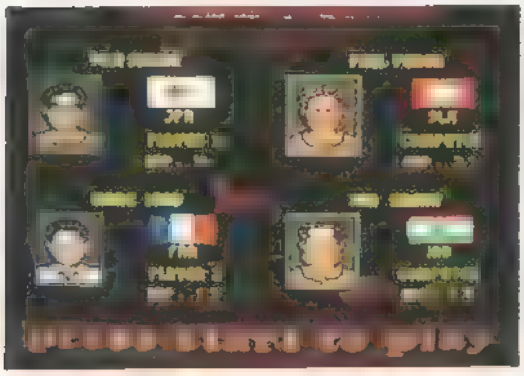
AMATEUR :
the speed of the game is average but you must move your player yourself.

PROFESSIONAL :
the speed of the game is fast.



CHAPTER 5 - CHOICE OF PLAYERS

After quitting the **MENU** by pressing the **START** button the computer asks you to choose your player and your opponents (according to the type of game selected).



By pressing the **CONTROL PAD** in one direction, you can move the white cursor onto the faces of the play ers you can choose from. By pressing **BUTTONS A** or **B** you can scroll through the faces of the different players. When you have made your choice, press the **START BUTTON** to start playing.

NAME CARTER
First Name Dan
Country USA
World Rank ng 1
Age 24
Type of game All round
Strong points All
Weak point None

NAME JONES
First Name M ke
Country USA
World Ranking 6
Age 28
Type of game Volleyer
Strong points Forehand, Volley
Weak point None

NAME GOMEZ
First Name Luis
Country SPAIN
Wor d Ranking 10
Age 27
Type of game Attacking
Strong points Base line strokes
Weak point None

NAME SUAREZ
First Name Ed
Country SPAIN
World Ranking 18
Age 22
Type of game Defens ve
Strong po nts Base ine strokes
Weak point : Volley

NAME SHIMA
First Name Yuji
Country JAPAN
World Ranking 4
Age 26
Type of game Defensive
Strong points Base line strokes
Weak point Smash

NAME SATO
First Name Ken
Country JAPAN
World Ranking 15
Age 29
Type of game Volleyer
Strong point Forehand Volley
Weak po nt None

NAME LLOYD
First Name Alan
Country UNITED KINGDOM
World Rank ng 23
Age 32
Type of game Attacking
Strong point None
Weak points Base ine strokes

NAME ROBERT
First Name Guy
Country UNITED KINGDOM
World Ranking 33
Age 27
Type of game : Volleyer
Strong point None
Weak points Base line strokes
Smash

NAME RACHA
First Name Tan
Country INDIA
World Ranking 14
Age 31
Type of game Defensive
Strong point None
Weak point None

NAME RECCI
First Name Vito
Country ITALY
World Ranking 11
Age 23
Type of game Attacking
Strong point Forehand
Weak point Smash

NAME PEDRO
First Name Luis
Country ARGENTINA
World Ranking 12
Age 27
Type of game Attacking
Strong point Forehand
Weak point Forehand Volley

NAME BERG
First Name Marc
Country SWEDEN
World Ranking 2
Age 25
Type of game All round
Strong points All
Weak point None

NAME PERON
First Name Pau
Country SWITZERLAND
World Ranking 22
Age 18
Type of game Volleyer
Strong points Forehand Service
Weak points Volley, Smash

NAME STERN
First Name Hans
Country AUSTRIA
World Ranking 21
Age 35
Type of game Defensive
Strong point None
Weak points Volley, Smash, Service

NAME RUAH
First Name Ajan
Country INDIA
World Ranking 43
Age 19
Type of game Volleyer
Strong point None
Weak points All

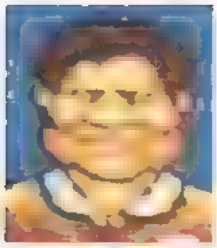
NAME FARDO
First Name Lino
Country ITALY
World Ranking 25
Age 29
Type of game Volleyer
Strong point None
Weak points Forehand, Smash
Service

NAME VILAS
First Name Juan
Country ARGENTINA
World Ranking 26
Age 26
Type of game Volleyer
Strong point None
Weak points Forehand, Forehand
Volley, Service

NAME BEKM
First Name Chris
Country SWEDEM
World Ranking 7
Age 29
Type of game Volleyer
Strong points Volley, Smash, Service
Weak point None

NAME ISTON
First Name Will
Country SWITZERLAND
World Ranking 50
Age 21
Type of game Returner
Strong point None
Weak points Forehand, Forehand
Volley, Smash

NAME KURGEN
First Name Jim
Country AUSTRIA
World Ranking 36
Age 20
Type of game Defensive
Strong point None
Weak points All



NAME MULLER
First Name Yann
Country GERMANY
World Ranking 3
Age 22
Type of game Volleyer
Strong points Volley, Smash Service
Weak point None

NAME MEYER
First Name Eric
Country GERMANY
World Ranking 20
Age 25
Type of game Attacking
Strong points Base line strokes
Weak point None

NAME RAMON
First Name Luis
Country BRAZIL
World Ranking 24
Age 21
Type of game Defensive
Strong points Base line strokes, Service
Weak point Forehand Volley

NAME LIMES
First Name Juan
Country BRAZIL
World Ranking 49
Age 22
Type of game Volleyer
Strong point Service
Weak point Forehand

NAME BELOT
First Name Paul
Country FRANCE
World Ranking 5
Age 25
Type of game All round
Strong points All
Weak point None

NAME LARD
First Name Marc
Country FRANCE
World Ranking 13
Age 29
Type of game Attacking
Strong points Base line strokes Service
Weak point None

NAME LAPENA
First Name Jim
Country MEXICO
World Ranking 16
Age 28
Type of game All round
Strong points Base line strokes
Weak points Volley

NAME LAPAZ
First Name Jose
Country MEXICO
World Ranking 30
Age 25
Type of game Returner
Strong point Forehand
Weak points Forehand, Volley

NAME AUSTIN
First Name Ned
Country AUSTRALIA
World Ranking 8
Age 25
Type of game All round
Strong points Volley, Smash
Weak point None

NAME COREY
First Name Sam
Country AUSTRALIA
World Ranking 31
Age 28
Type of game Volleyer
Strong points Volley
Weak points Base line strokes, Smash

NAME BALEY
First Name Rick
Country NEW ZEALAND
World Ranking 9
Age 31
Type of game All round
Strong points Forehand, Forehand Volley, Service
Weak point None

NAME REFORD
First Name Ned
Country NEW ZEALAND
World Ranking 32
Age 25
Type of game Returner
Strong point Forehand
Weak points Forehand, Forehand Volley, Smash

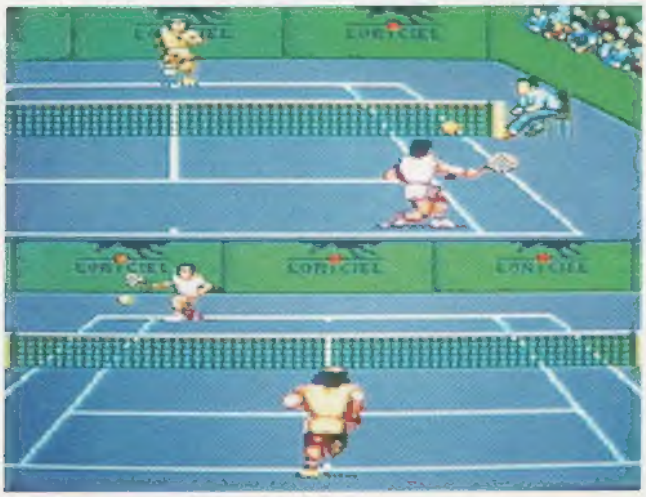
CHAPTER 6 - CONFIGURATION OF THE CONTROLLER

Before each match, when the face of your player is displayed on the screen, position the white cursor on the face and press the **SELECT BUTTON** if you wish to change the configuration of your control pad by assigning a different type of stroke to each button.
All you have to do is to position the white cursor on a particular type of stroke and press the button to which you would like to assign this stroke: the button symbol will then be displayed under the number of the stroke you have chosen. Validate your choice by pressing the **SELECT BUTTON** once more.

Each number corresponds to a particular type of stroke:

1 ***NORMAL***
2 ***LIFT***
3 ***SLICE***
4 ***LOB***
5 ***DROP SHOT***
6 ***SPEED***

Refer to chapter 2 for further information on the different types of strokes.



CHAPTER 7 - PRACTICAL ADVICE

SCORING POINTS

To win a ***GAME*** you must have won at least 4 points with at least 2 points more than your opponent. The first point is called 15, the second 30, the third 40.
If both players have 40 points, the next point is called ***ADVANTAGE***. If the player who has the ***ADVANTAGE*** wins the next point, he wins the ***GAME,*** if not, the score is called ***DEUCE***.

To win a ***SET***, you must win at least 6 games with at least 2 games more than your opponent. If the score of the set is 6-6, a decisive game is then played: the **TIE BREAK**.

To win a ***TIE BREAK*** you must win at least 7 points with at least 2 points more than your opponent.

HOW TO PRACTICE THE GAME

If you are a beginner to "INTERNATIONAL TENNIS TOUR"TM, we recommend that you use the ***TRAINING-PRACTICE*** mode to thoroughly familiarise yourself with the handling of your player. Use the ***BEGINNER*** mode to learn to master all the different strokes and play in ***AMATEUR*** mode to practice moving your player.
Then you can try the ***PRECISION*** and ***SERVICE*** options of the ***TRAINING*** mode to learn to position your balls.

Also try the different court surfaces to get familiar with the way the ball bounces.

When you have mastered all these exercises you will be fit to confront the different players proposed by us.

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BAN DAI

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